



AMEDIO JUNGLE SANDBOX

*A compilation of different adventures adjusted
to fit into one big campaign world*

 DUNGEONS
& DRAGONS

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FOREWORD

Hello readers, a while ago, I decided to create my own Sandbox World. After reading about sandboxes and worldbuilding, the choice was to use an existing world. Or at least a part of this world. The world I chose was Greyhawk. I already knew things like pantheon and history, ... And a lot of information is ready to be used and can be found online.

The hardest decision I had to make was the choice of the part of the world. Since I like themes like swashbuckling, pirates, exploration, ancient mysteries, ... I decided to use the Amedio Peninsula. Choosing a location was only the first choice I had to make. The second was setting a time period. This choice was rather easy: 593 CY, nine years after the Greyhawk wars. This last decision had two big reasons. The peninsula wasn't publicly known until after the Greyhawk Wars. The Shackled City AP and the Savage Tide AP both take place in this time period.

My next step was to flesh the world. The adventure paths gave me two big cities: Sasserine and Cauldron. There are also a few adventures written with this region in mind. Examples are: The Temples Tribute, Tropical Intrigue, The Tomb Of Tloques-Popolocas, War of the Wielded, Many Gates of the Gann, The Uncharted Swamp, Jungle Ruins of Madaro Shanti, Perils of The Sunken City, Darkness At Nekemte, ...

Because this wasn't enough to go for the Baldur's Gate videogame feel I was aiming for, I had to fill the world with adventure hooks, rumours, and encounters. To do this, I decided to do a fun exercise: try to fit as many adventures from Dungeon magazine as possible into my campaign world. Because I wanted the Adventures to match the Greyhawk and Amedio region feeling, I had to rewrite backstories, change NPCs and locations, change settings, etc. This last exercise is what I want to share here. Feel free to give suggestions or recommend changes.

This book details an entire continent of Greyhawk with lots of adventures, rumours, background information, ... ready to be used by any GM who wants to run this sandbox.



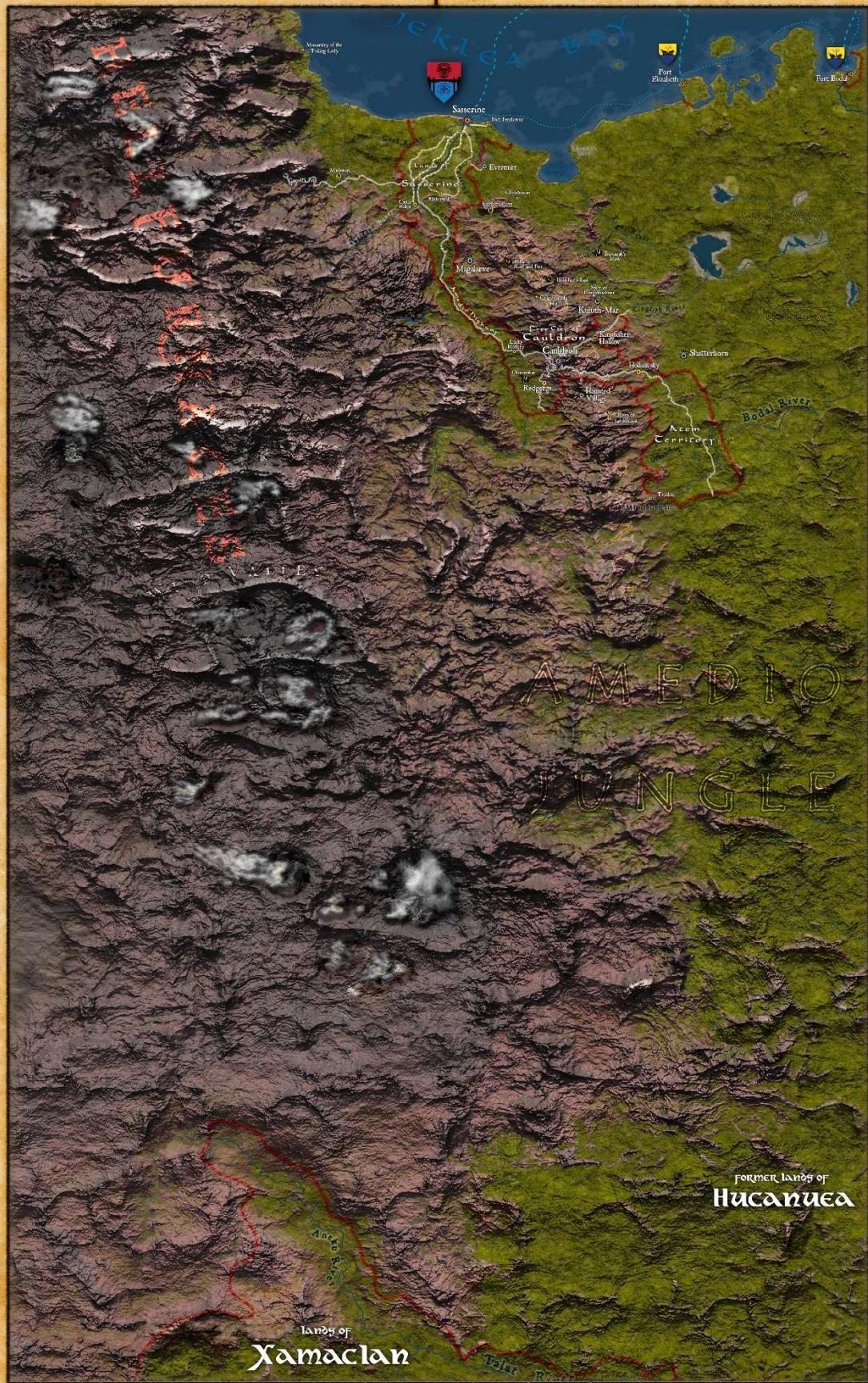
THE WORLD



Greyhawk

Amedio Region

Maps of the World



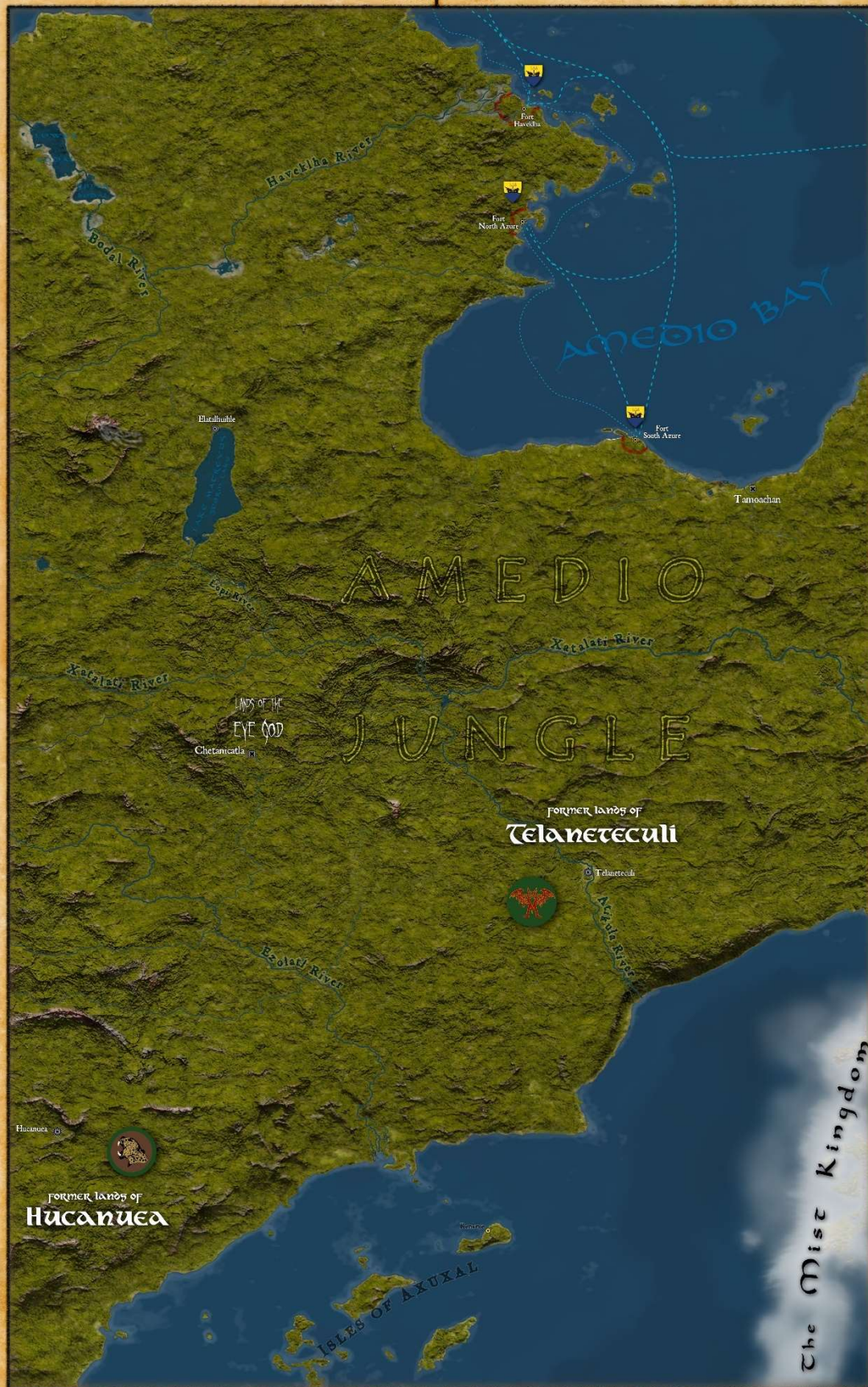
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COSMOLOGY & RELIGION



Adimarchus

He is known as the "Demon Prince of Madness", not because he claimed sovereignty over insanity, but primarily for his current state of mind.

Adimarchus was a fallen celestial. It is not known how or why he fell from grace, but what is known is that he eventually led an army of demons to invade the upper plane of Celestia. The angels of Celestia repelled the invasion by casting part of Celestia (along with Adimarchus and the invading demonic horde) into the Abyss, specifically, the 507th layer known as Occipitus.

Despite his defeat, Adimarchus incorporated the wreckage of Celestia into the layer, and in doing so he became the ruler of Occipitus, becoming a demon lord in the process. Adimarchus went on to build an empire in the Abyss, eventually coming into conflict with Graz'zt. Shortly afterwards, Adimarchus disappeared.

It turned out that an aasimar paladin named Athux went to Occipitus on a quest to redeem Adimarchus's soul. Athux fought his way through the layer and into the throne room of the fallen celestial/ demon prince. The two fought practically to a standstill until Adimarchus gained the upper hand and sundered Athux's weapon.

Adimarchus would have killed Athux but in a rare moment of compassion sparked by his celestial nature could not bear to do it. Instead, Adimarchus kept Athux prisoner and attempted to seduce him to the side of Evil. Athux, on the other hand, fueled in Adimarchus a hatred against demonkind. A friendship actually bloomed between the two former arch-foes, thus causing some of Adimarchus's minions to turn against him.

When Adimarchus planned an assault on Graz'zt, Graz'zt himself conspired with Adimarchus's traitorous lieutenants. In the ensuing battle between the two hordes, Graz'zt captured Athux and imprisoned him in Carceri. Adimarchus abandoned his layer and his armies and went to Carceri to free Athux and, perhaps, finally seek redemption. He found Athux, stricken with insanity in an asylum called Skullrot, run by one of Graz'zt's minions, a lich-fiend named Dark Myrakul. Dark Myrakul offered Athux's freedom if Adimarchus himself would take his place in the asylum. Adimarchus readily agreed, and when Athux was freed, the truth came out.

Athux was pretending to be insane. In fact, he was pretending to be an aasimar paladin. Athux turned out to be a son of Graz'zt who had been manipulating Adimarchus from the very beginning. When Adimarchus realized the truth, his mind snapped. Adimarchus has been imprisoned in Skullrot ever since, and as the years went by, his hatred and insanity swelled until he transformed into two beings; one angelic, and one demonic



Adimarchus has two forms. The first may be what he looked like when he was a Celestial, that of a pale purple-skinned hairless humanoid with razor sharp metallic wings. Golden tattoo-like patterns shift across his chest. His other form is that of a lithe humanoid with ash-black skin and four tentacles protruding from his back that end in lamprey-like maws. Adimarchus can switch between these two forms at will. To destroy Adimarchus is like fighting two separate creatures; killing just one form but not the other does not slay him. Damage sustained in one form is not carried over to the other. As a result of his celestial origins, any spells or spell-like abilities with the good descriptor treats Adimarchus as if his alignment were good.

Tharizdun is the god of Eternal Darkness, Decay, Entropy, Malign Knowledge, Insanity, and Cold.



Nerull

Nerull is the patron deity of those who seek the greatest evil for their own enjoyment or gain. Most common folk do not worship or propitiate him, although they fear him greatly. It is believed that any form of appeasement will merely draw his attention, something that is at all costs to be avoided by the sensible. Nerull seems, in fact, to draw power from the very avoidance of his name. Some of the peasants of the former Great Kingdom do propitiate Nerull with minor rites, begging safe passage for the souls of the dead. Among the Flan and in the Old Faith, Nerull is sometimes considered to be the god of winter.



Nerull's clerics are feared throughout the lands as cold, calculating murderers. Named clerics of He Who Revels in the Slaying of the Living include Delglath, Jipzinker, Andrade Mirrius, Guiliana Mortidus, and Nezmajen. They are secretive and often solitary. When not in disguise, they dress in the same rust-red hue as the bones of their god.

Those who would become priests of Nerull must undergo an arduous initiation that climaxes in being buried alive for a time.

Nerull's temples are hidden and usually subterranean except in the most evil lands, as befits the god of darkness and the underworld. One place vile enough to openly host sizable temples of the Foe of All Good is Rel Astra. Well known cults of Nerull include the Shriven Sickie in Greyhawk, which seeks, among other things, to undermine the church of Saint Cuthbert there. The Midnight Darkness, active in the former Aerdy lands, is led by a mysterious figure known as the Hidden Sickie. Beneath Castle Greyhawk, followers of Nerull fought a subterranean war with the followers of Vaprak. In the Hold of the Sea Princes, cultists of Nerull made it their goal to frustrate and destroy Jeon II. This cult has recently been responsible for a series of extremely mysterious, grisly, and above all terrifying murders of various servants of good; apart from this they have kept themselves extremely secretive.

Nerull is usually seen as a black-robed skeleton, with a rust-red body and green, ropy hair. He carries a staff called "Lifecutter" that at his command grows a scythe blade made of scarlet energy. His alignment is Neutral Evil. Nerull is the patron deity of those who seek the greatest evil for their own enjoyment or gain.



Nerull dwells in Carceri, either in its outermost layer or its innermost. According to *On Hallowed Ground*, his realm is called the Crypt and is a city inhabited by the dead and undead. There, Nerull consorts with fiends of all kinds, who wander the realm devouring the shrieking souls trapped under Nerull's power. His realm is also called Necromanteion, described as a citadel carved from black ice, where the souls of the dead are trapped within the walls, ceilings, and floors. Demonic clerics perform twisted experiments and recite ghastly litanies. Nerull's throne is within a wide hall called the Hidden Temple, and even more unspeakable horrors are said to be buried in tunnels beneath.

Unlike most inhabitants of the Red Prison, Nerull wasn't banished to Carceri; he lives there because he likes it.

Tharizdun

Unlike most deities of Oerth, who take humanoid shape, Tharizdun appears as a dark, amorphous form reminiscent of a sentient sphere of annihilation. Contact with the deity brings insanity and death, and no accurate surviving descriptions or depictions of him remain.

He was imprisoned ages ago by a coalition of deities to prevent the destruction of existence itself. Although imprisoned, Tharizdun still has a degree of his original multiverse-threatening power. His holy symbols are a dark spiral rune and a two-tiered inverted ziggurat known as an obex. His holy number is 333.

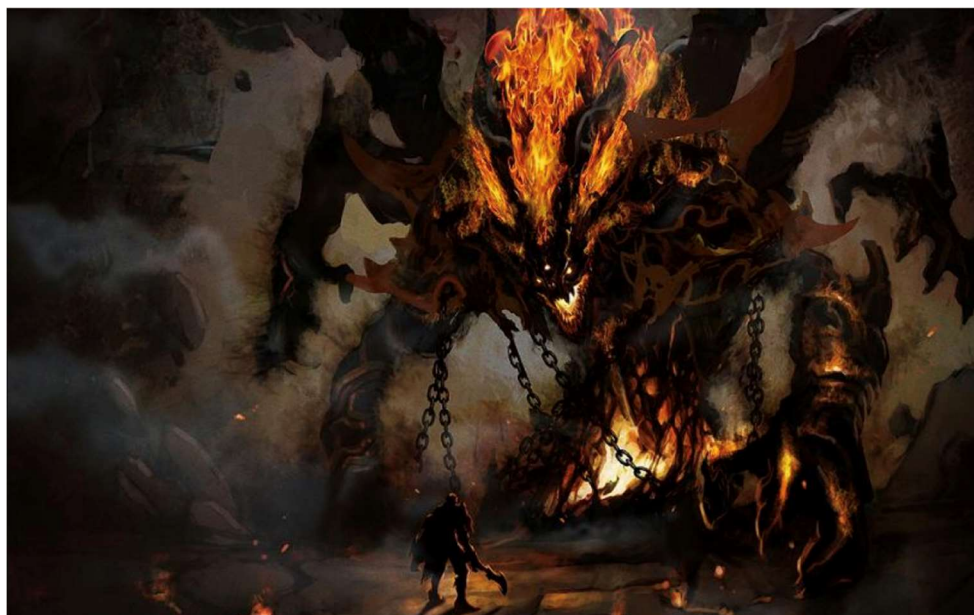


Tharizdun is sometimes worshipped as an entity called the Elder Elemental Eye, but few of these worshippers recognize the two as being the same entity. The Elder Elemental Eye is described as a huge, mottled, tentacled being, or as a pillar of vast elemental force with a body of burning magma, radiating steam.

It is believed that Tharizdun has no allies, given his desire to destroy the entire universe. Should he ever escape from his prison, it is thought that even the most evil of deities work with their good counterparts to return Tharizdun to his prison. However, the Dark God has been known to work his will secretly by employing various demons (with or without their knowledge) to do his bidding. Examples of fiends so used include luz and Zugtmoy, and the Princes of Elemental Evil.

Like his lay worshippers, many of Tharizdun's priests are mad. Those who are not mad believe (falsely) that they will reap great rewards and privileges for their aid in freeing him. All of his clerics are extremely secretive and trust only fellow cultists. They lead foul rituals, including human sacrifice, and search ancient sites for clues to freeing their deity. Due to Tharizdun's imprisonment, his priests must remain in contact with a site or object holding some of the Dark God's power in order to use their magic. Their favoured weapon is the dagger, although various typos have led to confusion on this issue.

Tharizdun is followed by the Black Brotherhood, a dangerous offshoot of the Scarlet Brotherhood. The majority of the Scarlet Brotherhood do not worship him, and he is not considered a Suel deity, at least not by the current Brotherhood. However, the Brotherhood intentionally spreads rumours to the contrary, sowing fear and misinformation among their enemies.



ORGANIZATIONS



Cagewrights

This secret society of cruel-minded arcanists, priests, and scholars was founded over 300 years ago by a massive and deformed shator demodand named Dyr'ryd. His goal: to foster a group of like-minded spellcasters and scholars dedicated to discovering a way to create a permanent portal between the prison plane of Carceri and the Material Plane that would allow the demodands to harvest inmates and slaves for the massive prisons and asylums of that realm. Dyr'ryd's not-so-secret desires to use such an accomplishment to ascend to new levels of power remained unspoken. Development of such a powerful portal would be the Cagewright's primary goal. They look to calling this event the planar junction.

Dyr'ryd had already developed several theories on how such a portal could be constructed. Most of his theories were based on the belief that by merging the bloodlines of the natives of these two planes, one could create a spiritual bridge between Carceri and the Material Plane that could then be used as a focus for greater works. Thus, as he began to recruit promising individuals into his secret society, Dyr'ryd also called upon his most fecund demodand minions and unleashed them upon the Material Plane. For a month, these thirteen demodands ravaged anything they could find in the world. Eventually, they were all slain, but they left in their wake a horrifying number of unnatural pregnancies.

The resulting spawn were mostly stillborn, but a few twisted unfortunates survived. As the generations passed, the fiendish corruption grew ever more diluted. Eventually, all visual traces of demodand ancestry faded entirely. But the taint in the blood and soul remained, just as Dyr'ryd had envisioned. Every few generations, an indication of this taint surfaces in the form of an invisible birthmark in the shape of an unholy sigil known as the Carcerian Sign. These are the Shackleborn.

The Cagewrights know about the Shackleborn, and they believe that their sacrifice during the ritual of planar junction could serve as the necessary bridge between the two planes to force the portal open. The problem, though, was how to tap an energy source powerful enough to not only tear this portal open in the first place, but to fortify it once created so it would become permanent. As the years rolled on, the Cagewrights began to fear that progress on the ritual of planar junction was too slow. With each passing year

, the Shackleborn grew fewer in number, and some of the Cagewrights began to fear that they would die off completely before they had perfected the ritual.

☼ **Dyr'ryd:** massive shator demodand with a conjoined twin, Dyr'ryd is the leader and founder of the Cagewrights



☼ **Alurad Sorizan:** Male human blackguard of Nerull and currently one of the Thirteen leaders of the Cagewrights. His main function with the organization is torturer and interrogator. Alurad is also the sponsor of an evil adventuring party and mercenary group called the Necrocants. You can't see Alurad without his fiendish dire badger called Fleshripper. A vicious monster as insane and bloodthirsty as his master.



Before joining the Cagewrights, Sorizan was a member of the Scarlet Brotherhood, who was actively involved in the assassination of the Grandee of Westkeep, Prince Bridgedall approximately nine years ago.

A short time after this event Alurad started hearing Adimarchus in his dreams, which lead him into joining the Cagewrights. It's currently not clear if Alurad is still a follower of Nerull, or if he gets his spells from the demon lord of madness himself. What is clear is the fact that Alurad's sanity is rapidly dropping, making him believe he's becoming an avatar of Adimarchus.

Scarlet Brotherhood

The Scarlet Brotherhood is a caste society, valuing the Suloise race and culture above all others. Full citizenship is granted only to those of pure Suel blood who adhere to the Brotherhood's philosophy of Suel hegemony. Those who are of mostly Suel extraction have some rights, but not nearly as many as citizens. The lowest tier of Brotherhood society is occupied by its slaves, made up of non-humans and humans of "mongrel" blood.

The Brotherhood has an active eugenics program and conducts regular interbreeding experiments, producing their unnatural bredthrall slaves.

During the Greyhawk Wars, the Brotherhood made many gains, taking over the Lordship of the Isles, the Sea Princes, Idee, and Onnwal. However, they lost Idee to the South Province (now part of Ahlissa) in 586 CY, and in 589 the Hold of the Sea Princes erupted in civil war. In Onnwal, the Brotherhood rules only the port of Scant, though the Lordship of the Isles remains completely under their control.

The Brotherhood increased its holdings during the Greyhawk Wars through combination of espionage, Realpolitick, and military might. In a matter of months, entire nations fell to that order's assassins. It was revealed that the advisors of many of the royal courts of the Flanaess had been Brotherhood agents, giving their leaders poisoned advice from the beginning. Some nations, such as Sunndi, the Sea Barons, and Irongate, discovered this ruse in time to save their governments. These realms were aided by the Splintered Mind, a small group of monks, psions, and rogues who were betrayed by Brotherhood long ago, and now work to oppose the Scarlet Sign.

Where guile and deception failed to win the day, the monks of the Scarlet Sign employed brute force. The Hold of the Sea Princes, already weakened by the murder of twenty-seven of its nobles in a single night, was taken via hordes of Suel "savages" from the Amedio Jungle unloaded into their lands by ships bearing sails of scarlet. At one point, captured Sea Princes ships were made to attack the Keoish port of Gradsul, though Uleki assistance rebuffed the effort.

In the captured lands--Idee, Onnwal, the Lordship of the Isles, and the Hold of the Sea Princes--Scarlet Brotherhood agents now hold nearly every position of power. Amedio and Hepmonaland natives roam these lands in packs, obediently following the beck and call of the Scarlet monks. Worse yet, foul half-breed creatures, likely created in the halls of Hesuel Ilshar itself, are now used to instill fear in the occupied lands. The exact numbers of Brothers and Sisters in the taken lands is not known at this time. What is known is that existence there is hellish, and many of those who cannot escape commit suicide by the day.

Several junior members of the revealed themselves as the so-called Black Brotherhood. In the name of entropy, they triggered an armed revolt in the capital, leading brutish Hepmonaland soldiers through the streets of Monmurg. The action was crushed within a single day, but telling damage was done to the hierarchy of the Scarlet Brotherhood Herdsmen. The cry of revolution spread throughout the nation, and all descended into total chaos.

Sea Princes

The region that would become the Hold of the Sea Princes was heavily settled by Suel during the Great Migrations. Eventually it came under the control of the Kingdom of Keoland. In the mid-fifth century CY, a pirate captain of noble Keoish blood led a rebellion against the Throne of the Lion. Distracted as they were by their northern wars, the Keoish could do little to prevent them from conquering the isles off the coast. In 453 CY, King Tavish III of Keoland led an army through the hot, diseased Hool Marsh and to the city of Westkeep, where they lay siege. In the short conflict that followed, Tavish III died, and his legendary family sword, Vilharian, was lost.

After the pirates lost (somewhat indecisively) the Battle of Jetsom Island to Keoland in 464 CY, the pirate captains decided to settle down and be princes rather than brigands. The Hold of the Sea Princes began to flourish, with an economy based on vast plantations and the trade of slaves captured from the Amedio Jungle to the south.

More recently, however, Jeon II became the ruling prince of the land. Jeon II, along with the rulers of the Duchy of Berghof and Sybarate, began campaigning for slavery to be outlawed within the land. Perhaps their efforts would have met with some success if the Hold of the Sea Princes were not invaded by the Scarlet Brotherhood shortly thereafter.

An ambassador from the "Kingdom of Shar," resplendent in his red hooded robe, arrived at the court of Jeon II, demanding the Sea Princes submit to his government or be destroyed. When the assembled lords mocked him, he presented them with a list of 30 petty nobles, who were all (save three) assassinated before the following morning. Within a fortnight, the Hold of the Sea Princes belonged to the Great and Hidden Empire of the Scarlet Brotherhood.

Only recently has there been any kind of reversal in the Hold's fortunes. Some junior members of the Scarlet Brotherhood revealed themselves to be members of a Tharizdun-worshipping dissident sect known as the Black Brotherhood. They triggered a revolt in the name of the entropy they revered, and revolution spread throughout the land.

Today the Hold of the Sea Princes is in chaos, ruled by a number of petty warlords and savage tribal leaders drawn from the ranks of escaped slaves. The Scarlet Brotherhood still controls Monmurg, as well as the islands of Flotsom, Jetsom, and Fairwind.

☸ **Lady Bridgedall of Westkeep:** Mother of the Grandee of Westkeep, who was killed during the assassinations by the Scarlet Brotherhood. She's currently in Sasserine looking for adventurers to retrieve a family heirloom: the crown of Westkeep. Her plan is to deliver this crown to her godson, the prince of Westkeep in order for him to reclaim his throne.

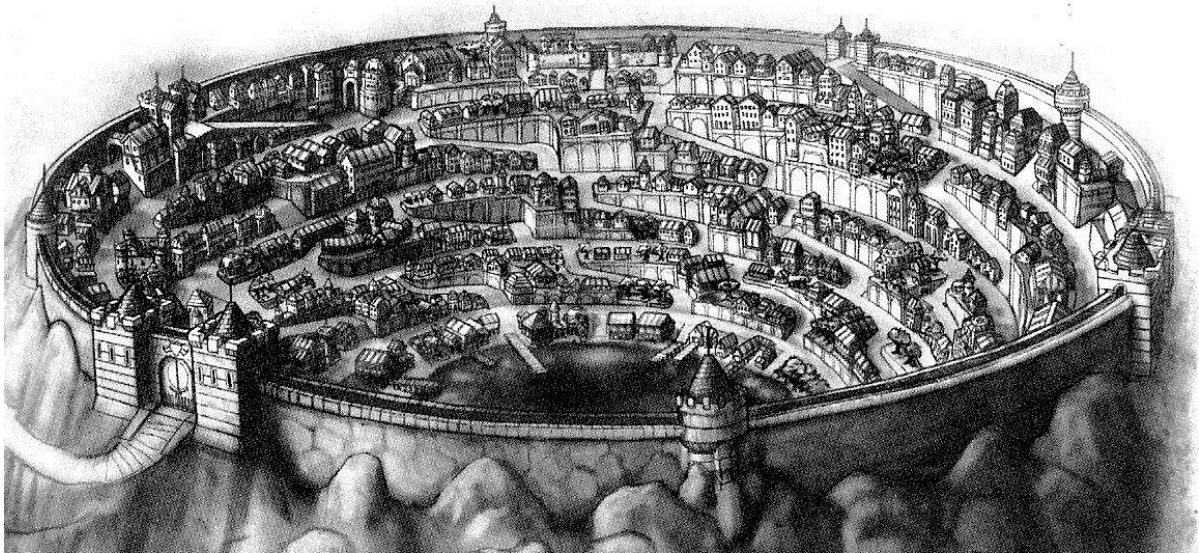
LOCATIONS



Cauldron

The city of Cauldron was founded by Surabar Spellmason around 500–600 years ago. Located in the caldera of a dormant volcano, Cauldron is a medium-sized city. The city has extensive subterranean caverns that connect at various places to the Underdark. Cauldron is connected to Sasserine via the Amedio Highway.

Cauldron is in the Hellfurnaces, near the Amedio Jungle, east of the Sea of Dust, and southwest from the Azure Sea and Jeklea Bay.



Size:	Small city
Established:	-86 CY
Government:	Mayorship
Alignment:	Neutral good
Population:	7,500 adults
Resources:	Obsidian, Diamonds, Sugarcane, Coffee
Races:	79% human, 9% halfling, 5% gnome, 3% dwarf, 2% elf, 1% half-elf, 1% half-orc
Languages:	Common
Religions:	Kord, Pelor, Saint Cuthbert, Wee Jas, Ebon Triad
Authority:	Severen Navalant, Terseon Skellerang, Orbius Vhalantru

Cusp of Sunrise

This high-society club is a favourite place for Cauldron's rich and powerful to meet and relax. Owned and operated by Lady Ophellha Knowlern.



Hollowsky

The village of Hollowsky is the smallest of the four human settlements in the region. With a population of 460, it barely qualifies as a village. Hollowsky is notable mostly as the hometown of one of the region's more benevolent nobles, Lady Ophellha Knowlern.

Size:	Village
Established:	???
Government:	???
Alignment:	Neutral good
Population:	460 adults
Resources:	Obsidian, Diamonds, Sugarcane, Coffee
Races:	83% Human, 7% Halfling, 4% Gnome, 2% Dwarf, 2% Elf, 1% Half-Elf, 1% Half-Orc
Languages:	Common
Religions:	???
Authority:	Ophellha Knowlern

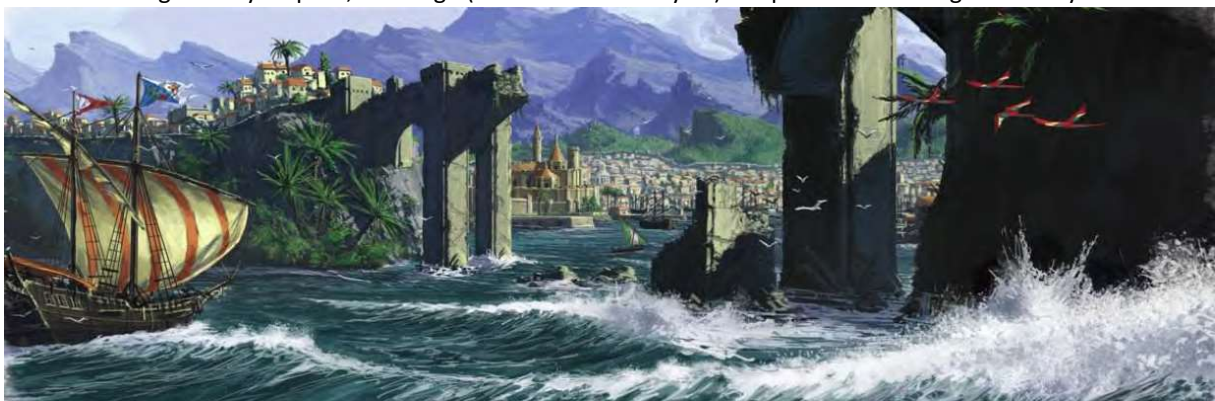
Sasserine

Sasserine was founded in -124 CY by a group of pilgrims led by a priestess of Wee Jas named Sasserine, who was inspired to found the town after receiving a vision. Not much is known about the early times of the city outside of Sasserine's death in a battle with a marauding black dragon named Zelkarune. However, after her death, the town gradually grew and expanded until it encompassed not merely the area inside the city walls, but a number of farming plantations lying on the outskirts. The success of the city made it a target for raids from pirates as well as attempts of subversion by the Scarlet Brotherhood, which the city would first encounter in 30 CY.

After a time, a family named Teraknian, descended from Sasserine's lover, began to rule predominantly over the city as lord mayors, taking advice from the clergy of Wee Jas and Kord. In 480, Orren Teraknian, the last of the lord mayors, began a reign of terror, and launched a persecution of the church of Wee Jas in the city. Orren was deposed soon after after the city was conquered by the Sea Princes. The Princes kept the existence of Sasserine a secret from the rest of the Flanaess to prevent the city from being taken from them. The subjugation would last for a century, until the Sea Princes were forced to let go of Sasserine due to internal turmoil in their own lands as a result of the Greyhawk Wars. The city is still recovering from its century-long domination and isolation.

Sasserine lays on the coast of the Amedio Jungle, very close to the Hellfurnaces mountain range, and about 20 miles north of Cauldron. Its nearest neighbor across Jeklea Bay is the Hold of the Sea Princes. Sasserine is built on a series of islands which make water travel through the town a vital link for intra-city trade, much like in the real-world city of Venice.

The climate is generally tropical, with high (but not unbearably so) temperatures and high humidity.



Size: Large City
Established: ???
Government: ???
Alignment: Neutral good
Population: 15.650 adults
Resources: ???
Races: 77% human, 6% half-elf, 5% halfling, 4% gnome, 4% dwarf, 2% elf, 1% half-orc, 1% other
Languages: Common
Religions: ???
Authority: ???

Ancestor's Rest

An expensive inn in the noble district.

Fortifications

Eddistone Point

Fort Blisterwall

Angry-looking, red Hellfurnace rock and patches of hairy swamp mold give Blisterwall fortress both its name and a perpetually sore, gangrenous look. Positioned to defend Sasserine's eastern plantations from jungle threats, the relatively secluded and perpetually moist location makes this post the least appealing assignment in the Sasserine military. The only serviceman who regularly refuses relocation as Erlyn Sveld, a scout who has successfully captured and trained several Hellfurnace hippogriffs and who is considered the most experienced mountain tracker in the region.

Points of Interest

Carver's Pit

For a hundred years, Carver's Pit was the primary stone quarry for Sasserine. Year by year the quarry grew deeper, until one day a workman's pick broke through the stone floor and released a rush of chittering monstrosities. The horrors swept the quarry floor clean of all life, then just as quickly as they came, swirled back into the opening and were gone.

Though panic spread as survivors and tales of the attack reached Sasserine, the deposition of Oranus Terakan and subsequent takeover by the Imther only a few days later threw the city into such chaos that Carver's Pit was quickly forgotten.

The monsters in the pit are Kythons. Kythons are the creation of a group of fiends that were trapped on the material plane and attempted to create more of their own through magical means. The result was a swarm of little, eyeless reptilian creatures, married with insectile traits as well. As the creatures matured, they took on varied forms. None remained loyal to the fiends that created them, but the fiendish corruption in them creates a tendency towards evil and cruelty. Their creators called them kythons, but they have also picked up the name earth-bound demons.



Mashwan

Meaning “memory” in the ancient Olman dialect, Mashwan is a place of forgetfulness. Within this wide jungle clearing stand twelve stone obelisks surrounding an incredibly intricate sculpted stone disk lying upon the ground. While investigators hypothesize that the precise sections and runes upon the disk comprise some sort of clock or calendar, none know for sure, as all who near the circle blank out and lose all memory of the previous several hours.



Hidden Locations

Tower of Sorizan

Grakhirt's Lair

ADVENTURES



The Dark Tower of Cabilar

Dungeon Magazine 001 – pages 4-17



DM Notes

Monsters

- ☠ Firedrakes
- ☠ Lava Children
- ☠ Killer Mimic
- ☠ Ettin
- ☠ Guardian Familiar
- ☠ Shrieker
- ☠ Zombie Orc
- ☠ Zombie Troll
- ☠ Zombie Chimera
- ☠ Wraith
- ☠ Shadows
- ☠ Skeletons

Storyline

Like many nations during the Greyhawk Wars, the Sea Princes fell victim to the Scarlet Brotherhood. Within a single night in 584 CY, twenty-seven of the thirty nobles making up the nation's nobility and government were assassinated by killers loyal to the Scarlet Sign. One of the killed princes was the Grandee of Westkeep, Prince Bridgedall, who was slain by the assassin Alurad Sorizan. Alurad not only assassinated the Grandee, but he also stole his crown as a trophy.

In 589 CY, several junior members of the Scarlet Brotherhood revealed themselves to be members of a Tharizdun-worshipping dissident sect known as the Black Brotherhood. They triggered a revolt in the name of

CHANGES MADE TO ADVENTURE

Replace the encounters inside the Tower by undead variants if they need food and water to survive. This means undead Orcs, an undead troll and an undead chimera. The ettin has a ring that keeps him alive without food and water (as long as he's inside the tower).

The other monsters are magical.

Replace Cabilar, a wizard who doesn't take part in this adventure, by Alurad Sorizan one of the Cagewrights.

Add aesthetics based on Nerull, Adimarchus and the Scarlet Brotherhood to different rooms inside the tower.

Treat the tower as some kind of vault without time pressure inside the tower. Where every room containing treasure is a trap or a puzzle.

Replaced the Monty Haul loot inside the tower by a few different objects with significant value to Alurad Sorizan.

Change the god of Alurad Sorizan to Nerull because of his link with undead and the fact that Nerull is also a Scarlet Brotherhood deity.

Add 2 acts. The first is the introduction where the PC's meet the godmother in the Ancestor's Rest. The second is the voyage the players will take to go to the Tower itself.

the entropy they revered. Though that uprising was quelled within a day, a revolution spread throughout the land. Taking advantage of the chaos created by this revolt, King Skotti of Hepmonaland took control over Westkeep in 590 CY.

In the present time, Lady Bridgedall of Westkeep, the mother of Prince Bridgedall and godmother of the rightful heir to the Westkeep throne, wants to help her grandson retake his throne. According to a local legend, only he who wields the royal crown of Westkeep can claim the title of Grandee.

To retrieve the crown, the godmother sends scouts in all directions. A few months ago, one of these scouts came with the information that he had found the location of Sorizan's vault. This was located inside a Tower in a mountain range called the Hellfurnaces, near the sea of Dust. Because of this promising lead, the godmother decided to come to the Amedeo region herself. That way, she hopes to hire competent adventurers to enter the vault to retrieve the crown.

Locations

📍 **Ancestor's Rest:** A high quality inn in the Sasserine Noble District

📍 **Tower of Sorizan:** This tower is located on the border of the Hellfurnaces and the Sea of Dust.



Important NPC's

☠️ ☠️ **Alurad Sorizan:** Replace the name Calibar by this blackguard of Nerull. He was an assassin working for the Scarlet Brotherhood during the assassination of the Sea Princes. He later became one of the Cagewrights and he's the sponsor of an mercenary/adventuring group called the Necrocants.

👩 **Lady Bridgedall of Westkeep:** Godmother of a prince of a noble family in the hold of sea princes, whose parents were killed during the assassinations by the Scarlet Brotherhood. She's looking for adventurers to retrieve a stolen crown so her godchild can reclaim his family throne.

Inciting Action (hook) - A message from a noble

- ✍️ The PC's are contacted by a messenger who's working for Lady Bridgedall (Random event)
- ✍️ The PC's visit Ancestor's Rest, the inn Lady Bridgedall is staying (Fixed Location)
- ✍️ The PC's hear a rumour that a noble woman is looking for adventurers to retrieve a certain object (Rumour)
- ✍️ The PC's research the background of Alurad Sorizan (Triggered event)

Act I - Meeting Lady Bridgedall

📍 **Ancestor's Rest:**

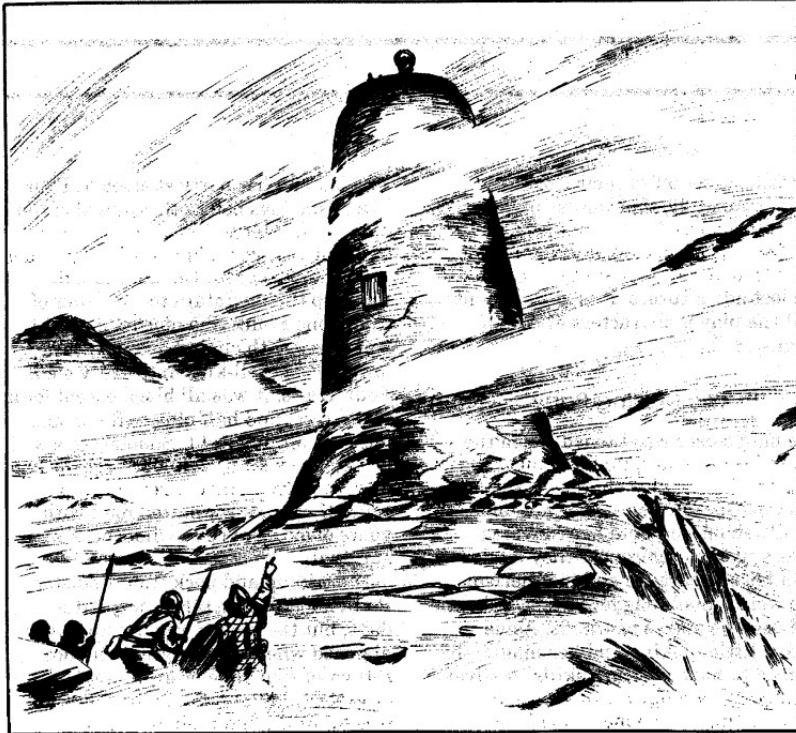
Act II - The travel to the Tower

Act III - The Tower

Resolution - Returning the crown

Assault on Eddystone Point

Dungeon Magazine 001 – pages 19-27



DM Notes

Monsters



Storyline

There are two trade centres on the Amedio Peninsula. These are Sasserine and Cauldron. About 50 years ago (543 CY), the nobility of Cauldron invested in a reliable communication system between their city and Sasserine. The most successful method tried was a series of signal towers built upon mountain peaks, each about ten miles apart. Though hundred-fifty miles of rough country separate the cities, Cauldron can now know the latest news in a little hour, the time it takes to transmit on a clear day. Locals call it a miracle of modern technology.

By usage of flashing mirrors and a signal code, the soldiers at Fort Bliserwall kept Cauldron informed on important events – especially the price of gold and other precious materials, incoming trade caravans, and military information.

The eight mountain towers are maintained by soldiers, dwarves, druids, and townspeople. Money for the towers' upkeep is provided by Cauldron. Business has been good in the last few years - so good that the Cauldron city council decided to extend the signal system beyond the daylight hours. After some negotiations, it was decided to modify the system with a shuttered box with a continual light spell placed inside it. When the shutters open and close, the brilliant light can be seen for miles in the clear night air.

CHANGES MADE TO ADVENTURE

Replace the location of the towers to the Hadarna mountain range, which is located between Cauldron and Fort Blisterwall.

Add an Act 0 to give the players an opportunity to meet Delea and her group before the adventure.

Link the bandits to an existing thieves guild (Last Laugh), this can be done by giving them masks or jester coins in their treasure.

Add a reason why the bandits kept Delea alive. They heard that someone is paying a lot of gold for captured magic-users. This can be used as a link to the "Night Below" campaign or "Life's Bazaar" adventure.

Delea the White, the magic user commissioned to do the spell-casting, uses Fort Blisterwall as a base of operations. She has already successfully visited the towers at Wyvern Peak and Fang Rock and completed the work there. Next on her list is the tower at Eddistone Point. She doesn't know that the tower at Eddistone Point was taken over by a group of bandits. These bandits work for the Last Laugh, a thieves guild in Cauldron. They use the information from the towers to know which caravans to rob along the Amedio Highway.

When Delea and her party arrive at Eddistone Point they are attacked and captured by the bandits. Luckily Delea can send her white crow back to Blisterwall to summon help.

Locations

📍 **Fort Blisterwall:** A Sasserine Fortress near the Hadarna mountain range.

📍 **Eddistone Point:** a mountain peak in the Hadarna mountain range.

Important NPC's

🌸 **Delea the White:** A young mage with startling white hair, who was hired to upgrade the communication towers in the Hadarna mountain range.

🌸 **Haril:** A dour dwarven warrior who works as a bodyguard for Delea, who happens to be the son of the engineer who originally designed and build the towers.

🌸 **Shaador:** A ranger, stationed at Fort Blisterwall, who guided Delea and her group to the different towers.

🌸 **Scalf:** A half-orc fighter and leader of the bandits and member of the Last Laugh.

🌸 **Unger:** A very large half-orc fighter and Scalf's second in command and member of the Last Laugh.

🌸 **Voonia da Cancri:** A young female illusionist who uses an old-man disguise to look like a wizened little man, past middle age.

🌸 **Cullivan:** A druid who works in the tower.

🌸 **Alf & Clyde:** two assistants who work in the tower.

Inciting Action (hook) – Tower Restoration

✍️ The PC's visit Fort Blisterwall and they meet Delea (Fixed Location)

✍️ The PC's hear a rumour that a mage was hired by the Cauldron City Council to improve the Hadarna Communication system (Rumour)

ACT 0 – First encounter with Delea

This happens when the PC's visit Fort Blisterwall for the first time.

Act I - A message from a crow

This happens when the PC's visit Fort Blisterwall a second time.

Act II - The journey to Eddistone Point

A journey through the Hadarna mountain range to Eddistone Point.

Act III - The Tower

The rescue operation at the tower

Resolution - Returning with Delea

Grakhirt's Lair

Dungeon Magazine 001 – pages 28-37



DM Notes

Monsters

- ☞ Huge Centipede
- ☞ Flind
- ☞ Leprechaun
- ☞ Cavebear
- ☞ Norker
- ☞ Huge Spider
- ☞ Dire Wolf

Storyline

Recently the village of Hollowsky suffered repeated raids of Norkers from the foothills of a mountain range to the south. Lord Corin Knowlern, a local noble of Hollowsky, is assembling a group of men-at-arms and militia to fortify the town with the aid of his sister Ophelia Knowlern.

Norkers are normally a rather disorganized tribe unable to coordinate attacks. There are rumours among other humanoid tribes that the Norkers have a new powerful leader named Grakhirt. Little is known about him except the unquestioning loyalty the Norkers gave to him, no other beings have ever seen him. To prevent future invasions Corin wants Grakhirt eliminated. Guesses are that Grakhirt took over the lair of Hragtam, the previous leader of the tribe.

Nobody knows that Grakhirt is a powerful magic-user who used to be an assassin associated with the Lotus Dragons, a notorious thieves guild in

CHANGES MADE TO ADVENTURE

Add an optional Act 0 in which the PCs meet Ophelia Knowlern in the Cusp of Sunrise.

Add a first act in which the PCs help to defend Hollowsky against a norker raid.

Add a link between Grakhirt and the Lotus Dragons

Change the town of Nolviri to Hollowsky

Sasserine. Due to a disagreement, he fled the guild, while taking some ledgers and magical items from the guild with him.

Although Grakhirt is a hunted man, it doesn't stop him from being power-hungry. Invading Hollowsky is only the first part of his scheme.

Locations

📍 **Cusp of Sunrise:** This high-society club is a favorite place for Cauldron's rich and powerful to meet and relax. Owned and operated by Lady Ophelia Knowlern.

📍 **Hollowsky:** The village of Hollowsky is the smallest of the four human settlements in the Cauldron Region.

📍 **Grakhirt's Lair:** A norker cave that's used by Grakhirt as his secret hideout.

Important NPC's

🌸 **Ophelia Knowlern:** The Lady Knowlern makes her home in the hamlet of Hollowsky, where she acts as the de facto mayor and liaison to the city of Cauldron. The Lady Knowlern possesses a stern, commanding aura, but is also renowned for her gentle and benevolent public policies.

🌸 **Lord Corin Knowlern:** brother of Ophelia and in charge of Hollowsky during his sister's absence.

🌸 **Lady Teliva Knowlern:** Wife of Corin Knowlern

🌸 **Aldrelle:** druidess who watches the Hollowsky region

🌸 **Grakhirt:** an assassin/illusionist who fled the Lotus Dragons in Sasserine

Inciting Action (hook) – Tower Restoration

✍️ The PCs visit Hollowsky and they meet Lord Corin during the preparation of the norker raid (Fixed Location)

✍️ The PCs visit the Cusp of Sunrise in Cauldron and Ophelia Knowlern talks to them about an offer (Fixed Location)

✍️ The PC hears a rumour that Ophelia Knowlern is looking for mercenaries to defend her town against norker raids (Rumour)

✍️ A messenger contacts the players. He has a letter from Ophelia Knowlern who asks them to meet her at the Cusp of Sunrise. (Random event)

✍️ One of the PCs is contacted by his thief guild to retrieve the ledgers Grakhirt has stolen from the Lotus Dragons. (Faction Quest)

ACT 0 – A special meeting (Optional)

This happens when the PC's visit Fort Blisterwall for the first time.

Act I - Building a Defence

This happens when the PC's visit Fort Blisterwall a second time.

Act II - Finding the lair

A journey through the Hadarna mountain range to Eddistone Point.

Act III - Killing Grakhirt

The rescue operation at the tower

Resolution - Returning to Hollowsky

ART



Jungle Art - Etrian Odyssey Art Gallery [Pinterest](#)

In to the Jungle by Pablo Olivera [Behance](#)

Village in the Forest [Etsy](#)

Jungle Ruin Concept by Rofelrolf on DeviantArt [Pinterest](#)

Unknown artist Jungle Path to Tree of Life [Creative Fabrica](#)

Daren Bader, Ancient Gods [The Toadstool](#)

Tribe by Andrew Kuzinskiy on artstation [ArtStation - Tribe](#)